FIREFIGHTER F.D.18™

TEEN
T
CONTENT RATED BY ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

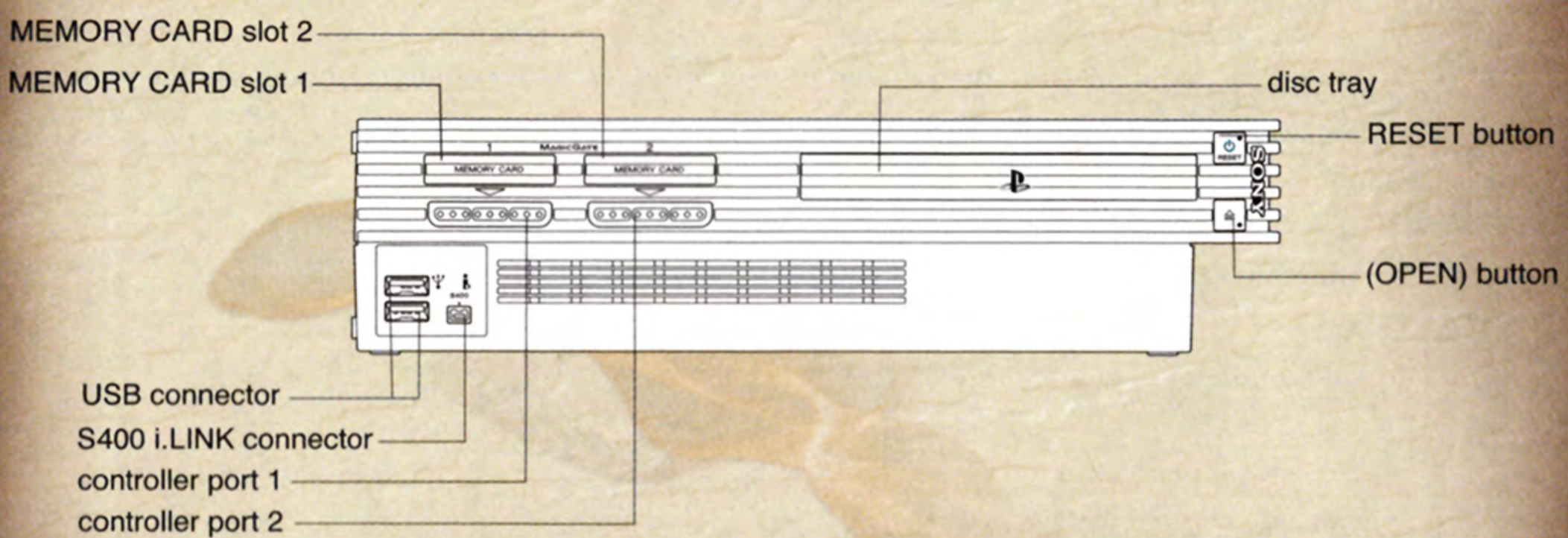
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED	2
CONTROLS	3
BASIC CONTROLS	4
STORY	8
BASIC RULES	10
STARTING THE GAME	11
SCREEN LAYOUT	12
DIFFICULTY SETTING	16
SAVE, LOAD, CONTINUE	17
EXTINGUISHING FIRES	17
ACTIONS	19
ITEMS	21
STAGE CLEAR, GAME OVER	22
CHARACTERS	23
CREDITS	26

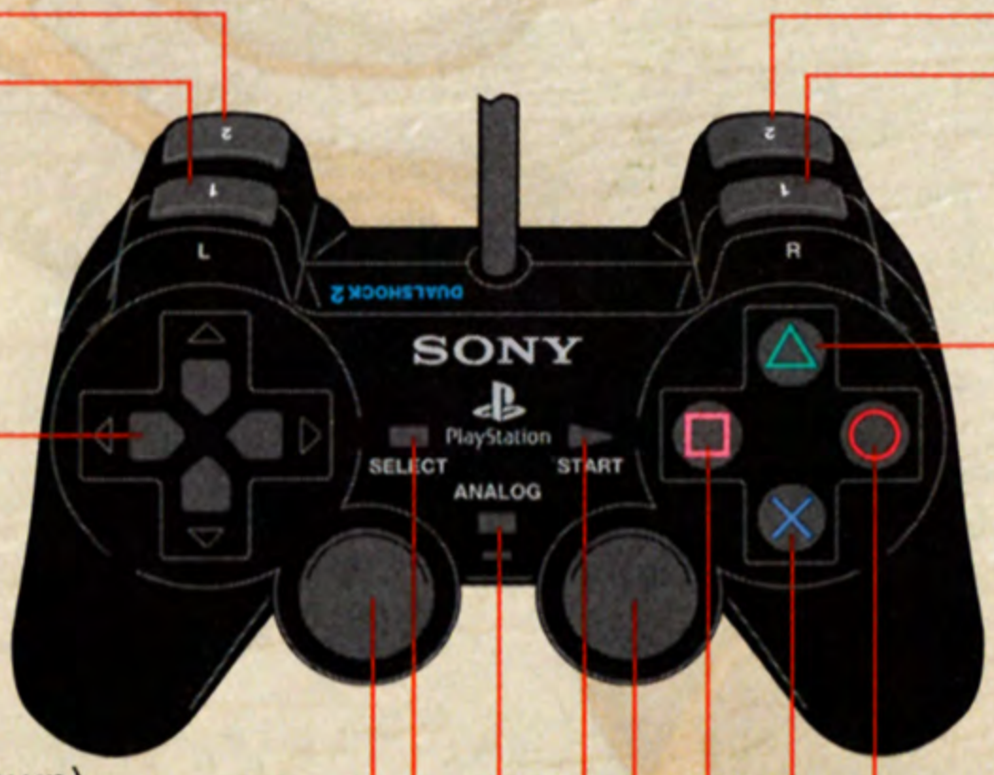
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the FIREFIGHTER F.D. 18™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 Analog Controller



BASIC CONTROLS

Standard A Control Type

Default controls. Both analog sticks are used. Standard B Control Type uses inverse controls for vertical adjustments with the right analog stick.

left analog stick: Character Movement / Move Cursor
- Pressing slightly makes the character walk, while pressing fully makes the character run.

right analog stick: Change direction of the spray with the R1 button pressed. It is possible to walk and spray at the same time.
- Adjusts camera angle when the R1 button is not pressed.

directional button: Quick change equipment

Up:	Extinguisher
Down:	Hose
Left:	Impulse
Right:	Axe

R1 button: Trigger. Uses equipped item (hose, axe, etc.).

R2 button: Resets camera location behind the character.

L1 button: Locks character in a single direction.

L2 button: Crouch. The character can still move.

◎ button: Action button
- Open doors, kick, turn switches on/off, etc.
- Cancel

⊗ button: Dodge button
- Dodges in direction of the left analog stick.
- Confirm

△ button: Switches hose spray type between narrow and wide.

▣ button: Calls firefighting support unit.

START button: Pause

SELECT button: Equipment Menu

Soft reset: Press the START button and SELECT button for 2 seconds. Game will reset and return to the Title Screen.

BASIC CONTROLS

Simple Control Type

Utilizes the left analog stick and a few buttons for an easier control scheme.

left analog stick: Character Movement / Move Cursor
- While spraying, changes direction of the water.

right analog stick: Adjusts camera

directional button: Quick change equipment

Up: Extinguisher

Down: Hose

Left: Impulse

Right: Axe

R1 button: Switches hose spray type between narrow and wide.

R2 button: Resets camera to location behind the character.

L1 button: Locks character in a single direction.

L2 button: Crouch. The character can still move.

◎ button: Trigger. Use equipped item (hose, axe, etc.).
- Cancel

⊗ button: Dodge button.
- Dodges in direction of the left analog stick.
- Confirm

△ button: Calls for firefighting support unit.

▣ button: Action button
- Open doors, kick, turn switches on/off, etc.

START button: Pause

SELECT button: Equipment menu

Soft reset: Press the START button and SELECT button for 2 seconds. Game will reset and return to the Title Screen.

STORY

Port Serena is a beautiful city by the sea. Workers were rushing home to their families after a busy work day when tragedy struck. An underground commuter tunnel suddenly erupted in flames.

The emergency call information was quickly relayed to Fire Response HQ, and the nearest fire department was ordered to the scene.

"There is a fire on Interstate 42 at the tunnel.
Two miles north of the Serena St. exit.
All vehicles proceed to the scene."

The brave firemen of Port Serena FD18 quickly grabbed their gear and jumped into their engines. One determined looking individual paused and looked up at the alarm, which was ringing furiously. "Come on Dean, let's go!" someone yelled, and Dean McGregor jumped into the engine, still gazing up at the ringing bell. "We may have a major problem at our next site. Apparently there was a huge explosion." Craig Andrews' somber tone contrasted sharply with his usual jovial nature. Craig and Dean were partners at FD18, and were considered the best at what they did. Their success with search and rescue missions was far beyond what any other teams had accomplished. They were respected and trusted by their Chief as well as their peers. "I wonder what set off the blast. I have a bad feeling about this one." Dean stared out the window while Craig rattled on. Above, news helicopters circled like vultures, hungry for a scoop. "Looks like this is going to be tonight's headline news. I wonder if Emilie is going to be covering it?" said Craig, his feelings bubbling to the surface.

"There has been yet another explosion! We still don't know how many vehicles were involved. From here, the flames are absolutely enormous,"

gasped the nervous reporter, Emilie Arvin. She was easily the most popular of young reporters, because of her good looks and the effort she puts into getting a scoop. She and her cameraman were first on the scene. Her nervous energy wasn't just from the explosions in the tunnel; she also may have had a huge story on her hands. "The camera crew up top should be getting good visuals, too. Now, if I can

only get an interview with a fireman," she muttered to herself, as the crew from FD18 were setting up their equipment and rushing into the tunnel, one after another. "The rescue workers are ready to go in. They will start battling the blaze from inside the tunnel shortly. Excuse me. Could you explain the situation?" asked Emilie as she cornered Dean, who was about to rush into the fray. Dean gave her a cold stare, which Emilie failed to notice while pressing for a comment.

"How many vehicles were involved in the accident? Any casualties?"

"Hey you!" Dean angrily pushed the camera away from his face. "Get this rookie out of here! She's just getting in our way." Emilie bristled at being referred to as a rookie, especially with her dedication to succeed. "Rookie!? Yes, I'm new at this, but we're doing our job, just the same as you. We play an important role—"

"Don't say casualties!" yelled Dean,

grabbing Emilie by the shoulders and shaking her. She stumbled in the rubble in her ruby red high heels. "I'm here to rescue every single person who needs help. Never ever say casualties." Then Dean pushed Emilie away and turned to jog into the entrance of the tunnel.

Emilie stood motionless for a moment before regaining her composure. She turned her back to the tunnel. The undersea tunnel in Port Serena was in worse shape than anyone expected. Cars had rammed into others, while some flipped over and lay in flames. There was even a school bus among the carnage. Deeper in, the tunnel was completely blocked where the structure had collapsed. Craig and Dean made their way deeper into the tunnel using access tunnels while searching and rescuing people who were trapped.

"This is really bad. I told you I had a bad feeling about this."

"I was hoping you were wrong as usual..," said Dean.
Was this just an accident, or something more?

BASIC RULES

Take control of a firefighter, Dean McGregor, while conducting search and rescue operations as a member of Port Serens's F.D. 18. Extinguish fires and try to get blazes under control while removing victims to safety.

The primary mission of any firefighter is to rescue people .

Victims are indicated on the mini-map located on the top right of the screen. There may be more than one person in need of help at one time. You need to reach these people before their stamina runs out. If their stamina depletes, you have failed your primary mission and the game ends.

There are two types of damage that the character can receive: fire damage and physical damage. Any damage from fire to the stamina meter replenishes when the character is no longer taking any fire damage (except for the player character not wearing a firecoat). Physical damage to the stamina bar can be healed by using healing items. The maximum fire damage that the character can tolerate is tied to the physical stamina. As the character takes more physical damage, the less fire damage tolerance he has.

A higher ranking is awarded for rescuing people more quickly and putting out more fires. If you spend too much time putting out fires, you may run out of time to rescue people.

There are also hidden items that add bonus points to your score. If you find enough of them and clear the game, there may be some secrets to unlock.

Fire is not the only obstacle in the game. Smoke and gas obscure your view, while dangerous chemicals may be ready to ignite. There may even be some sinister traps to look out for. Avoiding these while completing your missions results in the best possible ranking.

STARTING THE GAME

After the Konami logo, the opening movie starts. Press the START button at any time to go to the Title Screen. Press the START button to open the menu options. Select "New Game" when playing the game for the first time.

Main Menu

Title Screen

- Press START button

Main Menu Window

- Continue: Continue from a previously saved game.
- New Game: Start a new game.
- Options: Adjust various options.

SCREEN LAYOUT

HP — Character's stamina.

Displays physical and fire damage as a bar. When the character is hit by a blast of water from a sprinkler or other source, the bar may turn blue. During this time, the character's fire resistance is greater.

Timer — Elapsed time.

Victim's Stamina — Victim's stamina.
There may be more than one victim that needs help at one time.

Mini-map — Mini-map that displays the character's location in the center. Victims are also displayed on the map as pulsing dots.

Firefighting Support

The number of times that you can call for backup while battling a difficult blaze.

Equipped Item

Icon denoting currently active equipment.

NZL	Hose (Nozzle)
EXT	Fire Extinguisher
AX	Axe
IFEX Impulse	Impulse
Nothing	Hand Symbol No item equipped

Giant Fire HP

Stamina for giant fires that may appear at the end of stages.

Options Screen

Control Type

Choose control scheme.

Standard A
Utilizes both analog sticks.

Standard B
Utilizes both analog sticks. Vertical spraying direction is inverted.

Simple
Only the left analog stick is used.

Vibration: Turn vibration function on/off.

Sound: Change sound options.

Subtitles: Turn subtitles on/off.

Map: Mini-map. Can be set to rotate or not.

Screen Position: Adjust screen position.

Restore Defaults: Return all settings to original settings.

If any settings have been adjusted and you try to return to the Main Menu, a window opens asking if you want to save changes to the memory card (8MB) (for PlayStation®2).

Sound Settings

Music: Adjust music volume.

Sound Effects: Adjust sound effects volume.

Voice: Adjust voiceover volume.

Sound: Change between Stereo/Monaural/Dolby® Pro Logic® II.

*NOTE: Sound effects volume setting is not reflected on the demo movie volume. See P. 28 for Dolby Pro Logic II setting.

Equipment Screen

Press the SELECT button to open the Equipment Screen. You can equip different firefighting tools, use items, and check the number of people that you have rescued. Choose equipment or items to use with the left analog stick and confirm your choice with the ⊗ button. Press the SELECT button again to close the Equipment Screen.

(The Equipment Screen cannot be opened while crawling through air ducts or hanging off of a rope.)

Pause Screen

Press the START button to pause the game.

Press the START button again to resume the game.

Results Screen

Clear Time

Time taken to complete a mission.

People Rescued

Unharmed Number of people rescued with no injuries.

Injured Number of people rescued with major injuries.

Extinguish Points

Score for the number of fires extinguished.

Continues Used

The number of attempts that were needed to complete the stage.

When a stage is cleared, a ranking will be assigned depending on the results.

DIFFICULTY SETTING

The difficulty setting can only be changed when 'New Game' is selected from the Main Menu.

Easy	Fire attacks and damage are lighter.
Normal	Normal difficulty setting.
Hard	Fire attacks are more damaging as well as more aggressive.

SAVE, LOAD, CONTINUE

Save

When a stage is cleared, it is possible to save your progress. Choose the save option when there is a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1. Choose a location in which to save the data.

Load, Continue

When Continue is chosen from the Main Menu, the Load Window opens. A memory card (8MB) (for PlayStation®2) must be inserted in MEMORY CARD slot 1 with saved Firefighter F.D. 18 data. Choose 'Load' and select the desired save data from the list. Gameplay resumes with the next stage if the current stage has been cleared. If the stage has not been cleared, it starts at the beginning of that stage.

EXTINGUISHING FIRES

When Control Type Standard A or Standard B is selected, press the R1 button to use the selected equipment. Adjust the target direction of any device to extinguish fires by using the right analog stick.

With the Simple Control Type, press the ◉ button to use any fire extinguishing device. Use the left analog stick to change the direction while the ◉ button is pressed. It is not possible to move at this time.

The ability to extinguish a fire depends on how close the character is to the fire. The closer the character is to the fire, the more effective the fire fighting device is. To extinguish fires quickly, get as close to the fire as possible.

Narrow Spray

The spray hose is adjusted to a narrow stream of water. This delivers more water to a small area and is very effective in putting out a fire in a short amount of time.

Wide Spray

The spray hose is adjusted to a wide stream. This delivers water to a wider area, but it takes longer to put out fires. It also has a shorter range. It protects the character from airborne flame debris as well as clearing out some smoke. Use this spray type to protect the character.

Fire Extinguisher

The fire extinguisher is effective against fires that are difficult to put out with just water. Pay attention to the timer and charges on the bottom left of the Action Screen to see how much time and how many charges are left in the fire extinguisher.

Impulse

A fire extinguishing device that puts water under high pressure and fires it in a mist toward the fire. The Impulse is available later in the game. Press and hold the R1 button (or ◉ Button when using Simple control) to charge it and then release it to fire. While the button is pressed, the target direction can be changed. It is a very effective firefighting device, but the number of charges that it has are limited.

Firefighting Support

If Craig is with you as a partner in certain stages, you can press the ▣ button (or △ button when using Simple control) to receive firefighting support. Craig arrives with an Impulse in hand to put out fires. You are limited to three firefighting supports per stage.

ACTIONS

Movement

Press the left analog stick in the direction you wish to move. The character walks or runs depending on how much the left analog stick is pressed. In rooms where there is a lot of gas accumulated, it may be dangerous to run.

If the L1 button is pressed, the direction faced is locked. It is still possible to move in any direction using the left analog stick.

When the character is not moving, it is possible to change directions using the right analog stick.

Press the R2 button to reset the camera behind the character.

Doors

Press the action button in front of doors to open them and proceed to the next area. There are some doors that cannot be opened.

Axe

Swing the Axe by pressing the R1 button (or ◉ button when using Simple control) when it is equipped. Locked doors, some walls, and boxes with red stickers on them can be destroyed. Press the R1 button quickly to swing the axe repeatedly.

Kick

Boxes can be destroyed by kicking them. Some partitions can be knocked over by kicking them, but cracked walls cannot. Kicking is less effective than an axe. The advantage is that it does not take any time to equip, so it may save time in some areas. Press the button quickly to kick repeatedly.

Dodge

Press the ⊗ button and a direction with the left analog stick to dodge. If used well, it is possible to dodge some dangers.

Crouch

Press the L2 button to crouch. Crouching allows you to move to certain areas and gives you greater visibility when there is a lot of smoke.

Switches

There are switches in areas that are flashing. Stand in front of a switch and press the action button to activate. Switches have various effects, including turning on the sprinkler system, unlocking doors, and more.

Rope

In an area where there is a rope available, stand in front of the rope and press the action button. The character can climb or descend. Press the action button again to release the rope. The character jumps in the opposite direction that he is facing.

ITEMS

First Aid Kit

When a first aid kit is used, any physical damage taken is healed. The First Aid Kit SP heals all stamina, while the First Aid Kit heals a little bit of stamina.

Health Drink

Fire damage stamina replenishes immediately while a small amount of physical stamina is also healed.

Keys/Keycards

Open locked doors. Some of the locked doors can also be broken down with an axe, but it takes longer. Locked security doors are opened only by disarming the security device. (keycards or security buttons are located in the environment)

Impulse Tank

Replacement tank for the Impulse. Replenishes the number of charges left.

Fire Extinguisher

Extra fire extinguisher stock is displayed in the equipment menu.

Bomb

Bombs appear in the second half of the game. They are selected from the equipment menu, and are placed in the location the character is standing. If water is sprayed on the bomb, it explodes.

STAGE CLEAR, GAME OVER

Stage Clear

When all objectives are completed and survivors are rescued from the stage, the stage is cleared. The stage results are displayed as well as the ranking up to that point.

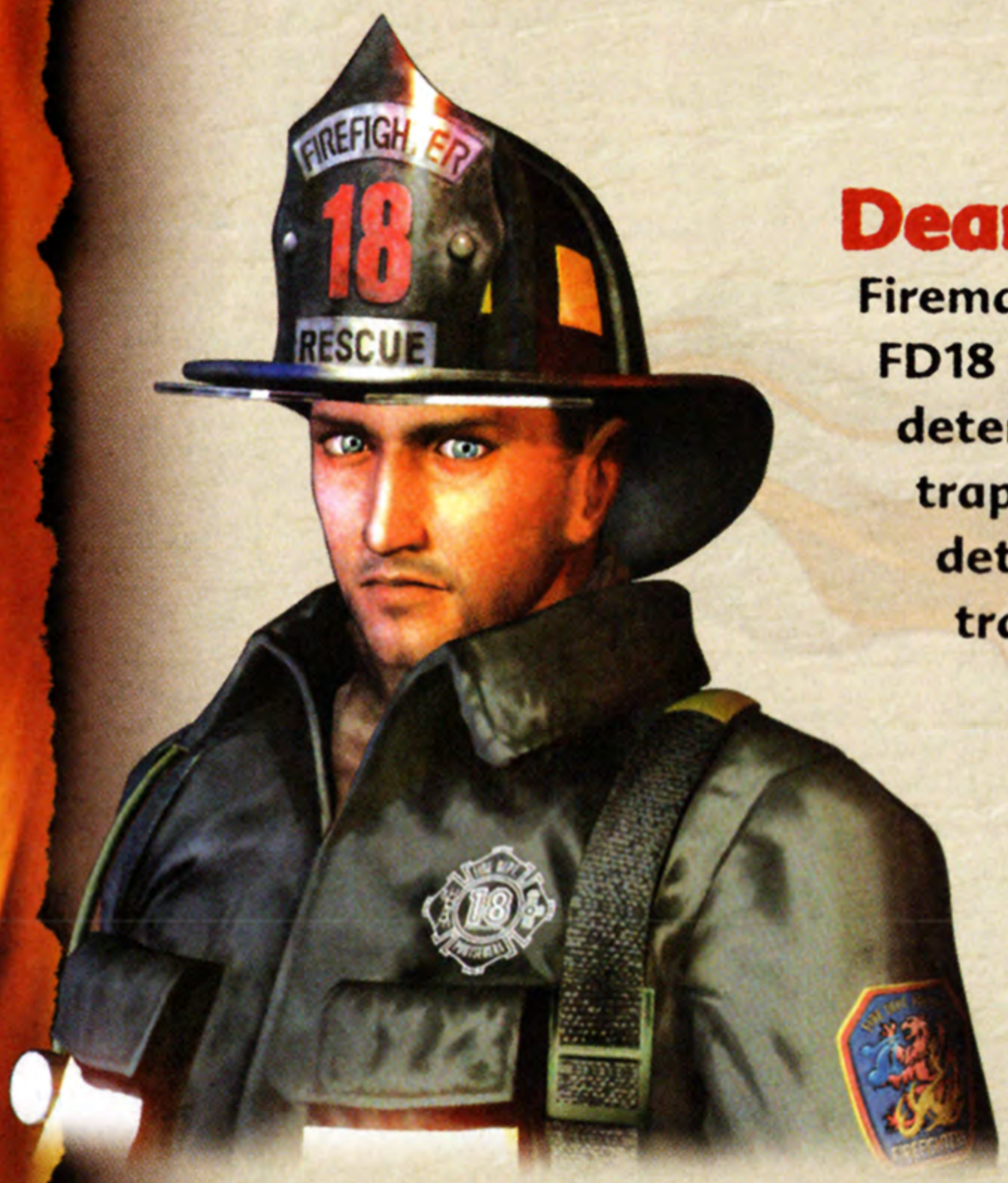
Game Over

If either the character's stamina or a victim's stamina reaches zero, the game is over. The game also ends if the character falls from a certain height.

Extras Unlocked

If the game is cleared with certain actions completed, there may be extras unlocked. Be observant and careful when clearing the game.

CHARACTERS

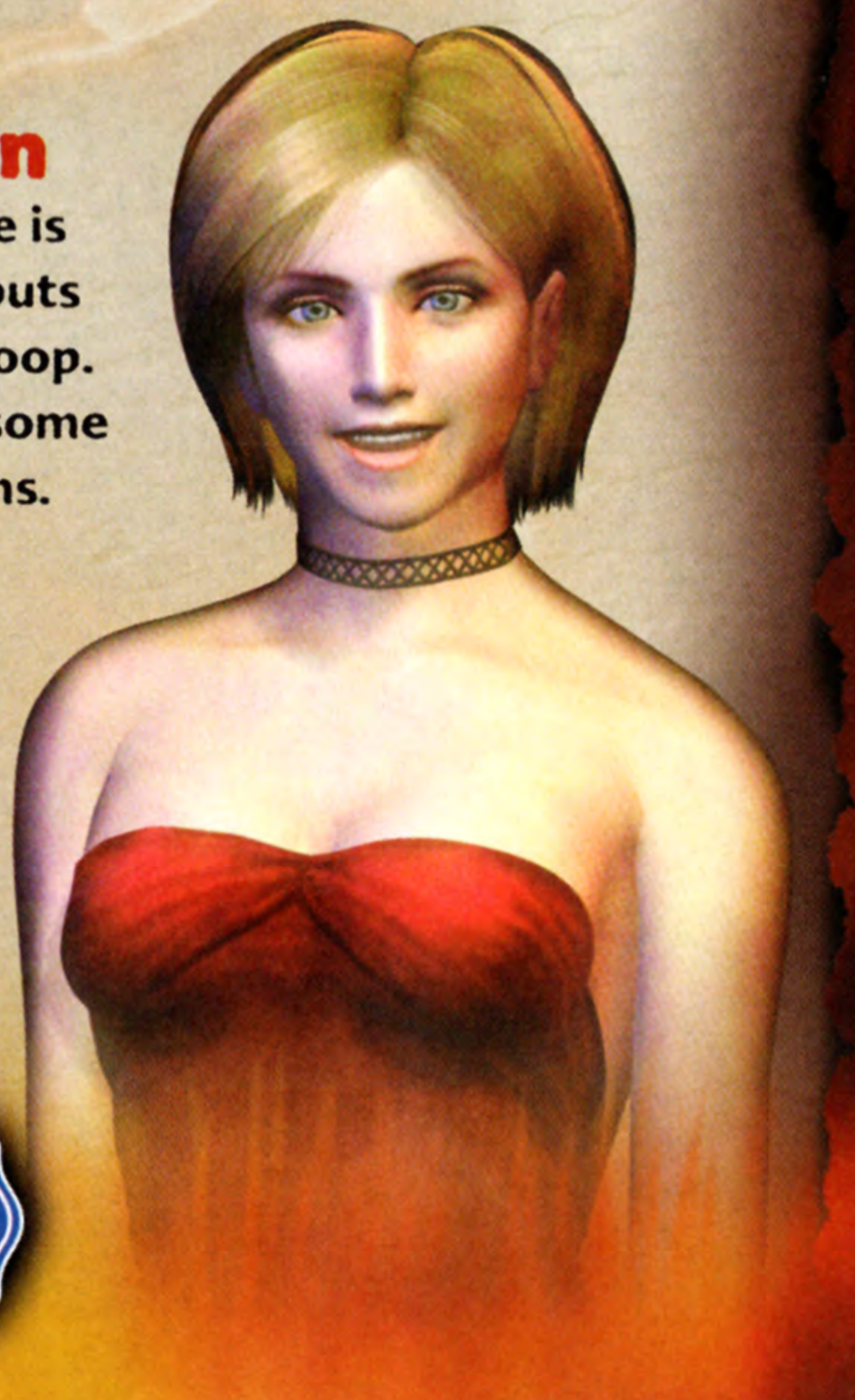


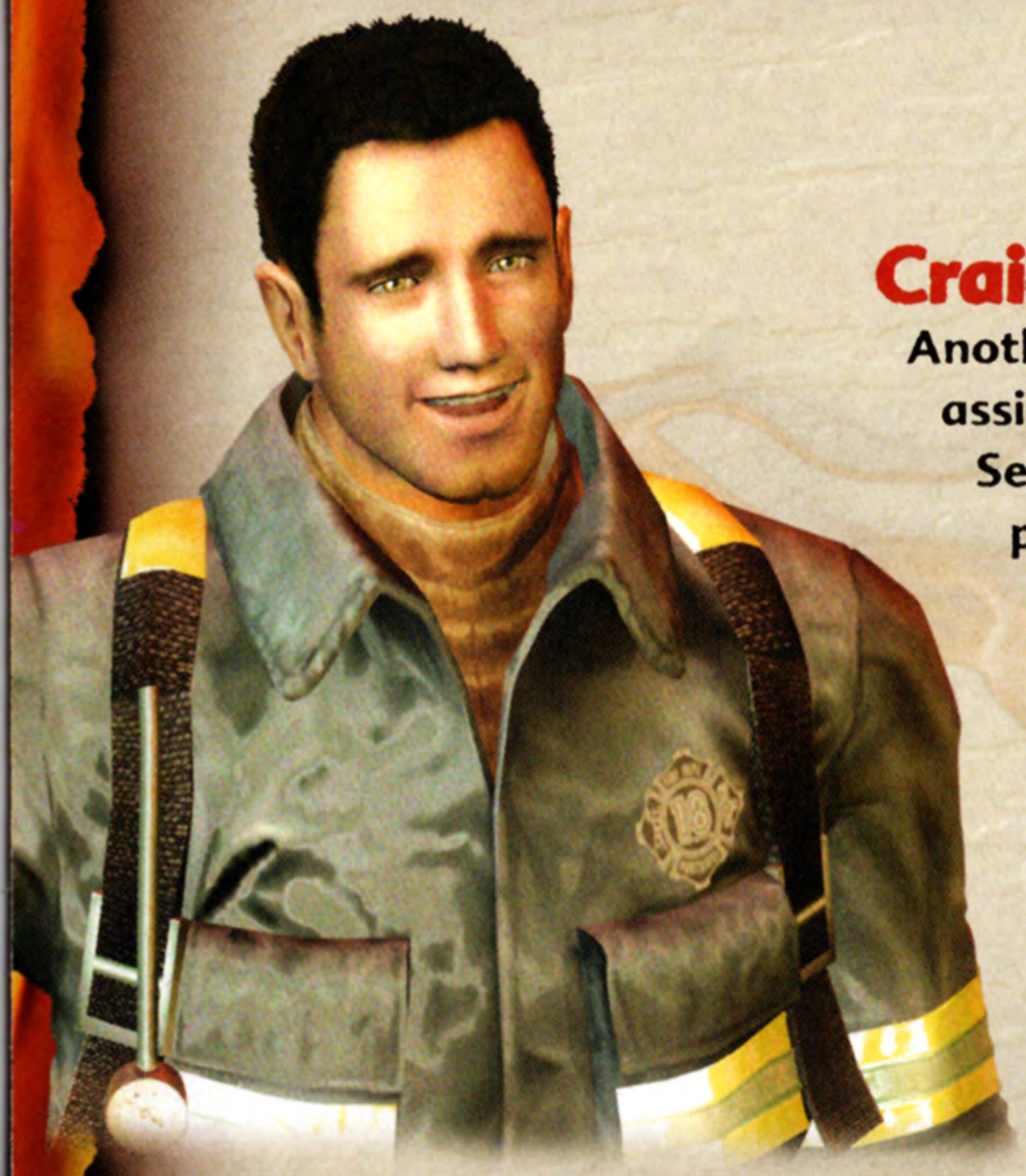
Dean McGregor

Fireman who is assigned to FD18 in Port Serena. He's determined to rescue anyone trapped in a fire. His determination comes from a tragic event in his past.

Emilie Arvin

A TV news reporter. Emilie is popular because she puts everything into getting a scoop. However, her exuberance in some situations causes problems.





Craig Andrews

Another fireman who is assigned to FD18 in Port Serena. Craig is Dean's partner and friend.

Richard Grace

Fire Chief at FD18. He was a hot headed firefighter in his younger days, but is now a cool tactician when giving orders through his headset.

FIRE 24 DEPT.

Jason Hunt

Researcher at Cyclone Networks. What does he see on his monitors? What are his motives?

Harris Blackwell

A young, newly elected senator. He is saved by Dean and Craig in the tunnel incident.

CREDITS

Producer/Director
Tatsuma Minami

Assistant Director
Norio Takemoto

Lead Programmer
Hironao 'Hakodate' Sato

Character Program
Akinari Takaki
Masahiko Saito

Background Program
Munetaka Kanno

Stage and Effect Program
Takahiro Sakuma
Yukinori Ojima
Hiroki Sato
Tomomi Shigura
Kota Wakasa

Event Program
Masaki Hosoe

Menu Program
Takashi Okusawa

Lead Artist
Hideki Tanaka

Environment Art Director
Yukiko Nozaki

Stage Models
Keiko Yamazaki
Yuki Fujisawa
Yukiko Satake
Yasuko Nakamura
Masaaki Ohki

Character Models
Kuniaki Kawai
Kazuhiro Saito

Animation
Masataka Hanada
Keiko Takaki

Special Effects and Menus
Hiroshi Goto

Realtime Cinematics Director
Noriyoshi Sato

Realtime Cinematics
Takashi Maruyama
Takashi Tsuchiya
Motonobu Yoshino

Sound Director
Norikazu Miura

Sound Program
Atsumu Miyazawa

Sound Effects
Tomoo Sekine

Audio Streaming Engine
AKT

Lip Sync
Hidenori Onishi

Voice Recording Adviser
Imohore Imai

Product Design
Mai Kitazawa

Scenario
Megumi Tachikawa

Cast

Dean McGregor	Erick Kelso
Emilie Arvin	Rumiko Varnes
Jason Hunt	Cristian Storms
Richard Grace	Charles Glover
Craig Andrews	Michael Naishtut
Harris Blackwell	Cris Wells
Paul Murphy	Dennis Falt

Event Motion Director
Lenne Hardt

Event Motion Actor
Erick Kelso
Rumiko Varnes
Charles Glover
Dennis Falt

Casting
Megumi Igei

Playable Motion Director
Mitsuo Abe

Playable Motion Actor
Toshinori Sasaki
Mark Musashi

Motion Capture Studio
Links DigiWorks Inc.
Ryuichi Yamada
Shigeaki Nunokawa
Masaaki Murakami
Yasuyo Hirao

Voice Recording
Hitokuchi-zaka Studio
Kenzo Miura
Chiharu Hagiwara

English Dialogue Produced by
ZRO Limit Productions in
association with Animaze..iNC

Producers
Yutaka Maseba
Haruyo Kanesaku

Director
Joe Romersa

Recording Facility
Magnitude 8 Post

Digital Tracker
Collin Mcqueen

Special Thanks
Yoko Sekiguchi, Hiroki Tabata
Atsushi Yoshida, Kazunari Kumagai
Yukako Hamaguchi, Wilson Cheng
Ken Ogasawara, Jason Pace, Jason
Enos, Akiyoshi Saito, Hans-Joachim
Amann, Ippei Nio, Yoko Ishioka
Shuji Takahashi, Nobuhiko Matsufuji,
Osamu Shigeta, Masaaki Harada,
Taro Miyake, Morio Kishida, Yoko
Yanagisawa, Masahiro Sato,
Kazutoshi Sugai, Norio Kawamoto
Sachiko Tomita, Osamu Kasai,
Toshitaka Izumida
SAKURA Rubber Company Limited.

General Managers
Gozo Kitao
Hirotaka Ishikawa

Executive Producer
Michihiro Ishizuka

Music Arrangement
Klaus Badelt

Original music composed by
Norikazu Miura at KONAMI TYO
Music arranged by Klaus Badelt for
Tweak Multimedia Inc.

Synth Orchestrations: Ramin Djawadi

Technical Consultant: Ian Honeyman

Mixed by Steve Krause at Banana
Hill Studios

Tweak Multimedia Executive:
Allison Wright Clark

Composer Management: Media Ventures

IFEX is a registered trademark in Japan, the USA, in Europe and South America, furthermore the design of the impulse gun (outlet piece) is protected by a three dimensional trademark in the USA, in Europe and South America.

©2004 Konami Computer Entertainment Tokyo

Konami Digital Entertainment - America

President
Tommy Gotsubo

Chief Operating Officer
Geoffrey Mulligan

Senior Vice President – Sales and Marketing
Catherine Fowler

Vice President – Operations
Linda Stackpoole

Vice President – Production
Kurt Busch

Senior Director - Marketing
Rick Naylor

Product Manager
Wilson Cheng

Director - Marketing Communications
Cherrie McKinnon

Senior Creative Services Manager
Monique Catley

Production Coordinator Creative Services
Lee Allison Verdeckberg

Localization Producer
Ken Ogasawara

Package and Manual Design
Scott Allen

Special Thanks:
Yukako Hamaguchi, Tammy Schachter, Peter Nguyen, Mike Dobbins, Philip Travisano, Brad Smith, Matt Robinson, Brett Robinson, Daniel Castillo, Barbara Loo, Kathie Tompkins.

For Dolby® Pro Logic® II Decoding: This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "Dolby Pro Logic II" from the audio options menu of the game.

WARRANTY

Konami Digital Entertainment - America warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami Digital Entertainment - America
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

Become a KONAMI *Insider*

Go to www.konami.com/usa to register your KONAMI games and get exciting news and information from KONAMI.

When you register your game you will be automatically entered into monthly drawings to win FREE games!

ALSO AVAILABLE...

AIRFORCE DELTA STRIKE™

PlayStation®2

Konami Digital Entertainment, Inc., 1400 Bridge Parkway, Redwood City, CA 94065

"KONAMI©" and "Airforce Delta Strike™" are either registered trademarks or trademarks of KONAMI CORPORATION. ©2004 KONAMI & Konami Computer Entertainment Studios. All rights reserved. Lockheed Martin Trademarks used under license to Konami Corporation. Produced under license from Boeing Management Company. Produced under a license from Northrop Grumman Systems Corporation. Produced under licence from BAE SYSTEMS PLC. Certain Aircraft names and designs are protected by Trade Marks, copyright and other rights owned by BAE SYSTEMS PLC and its partners and are not to be reproduced except as permitted by the license without the prior written consent of BAE SYSTEMS PLC. With support of JGSDF, JMSDF, and JASDF. © 2004 Logitech. All rights reserved. Logitech, the Logitech logo and other Logitech marks are owned by Logitech and may be registered. All other trademarks are the property of their respective owners. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories. Licensed by Sony Computer Entertainment America for play on PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

TEEN

T™

Mild Language
Violence

ESRB CONTENT RATING www.esrb.org